POWERFUL BEAST

(Bear, Bull, Moose, etc.)

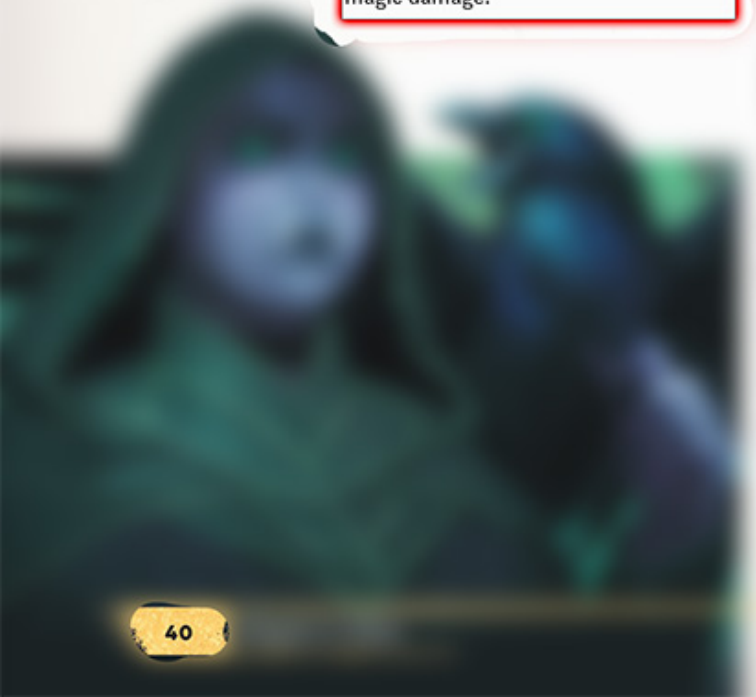
Strength +3 | Evasion +1
Melee Strength d10+4 phy

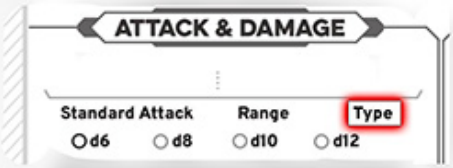
LEGENDARY HYBRID

Strength +2 | Evasion +3
Melee Strength d10+8 phy

STEP 4: CHOOSE THEIR ATTACK AND RECORD DAMAGE DIE

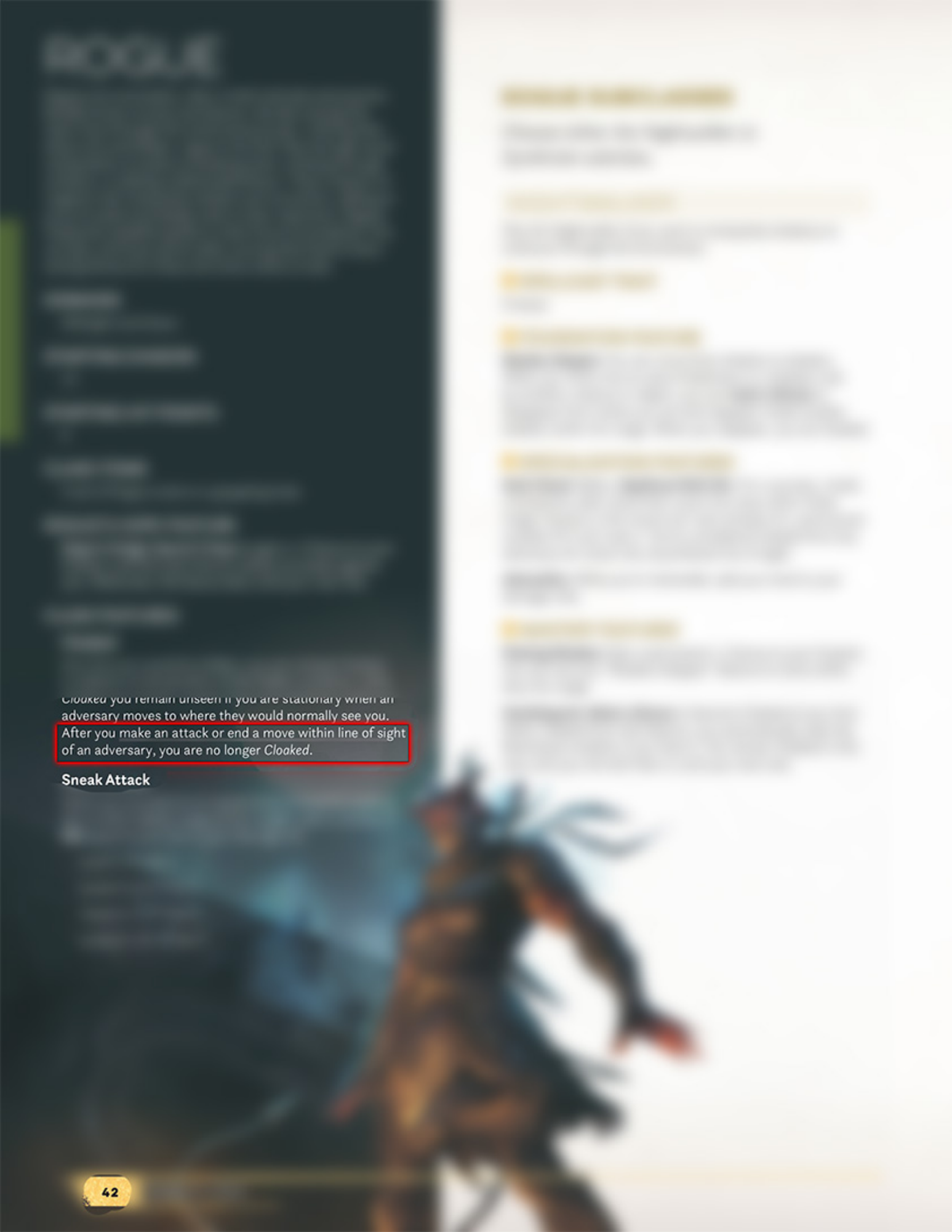
section. At level 1, your companion's damage die is a d6 and their range is Melee. Choose whether they deal physical or magic damage.




ATTACK & DAMAGE
Standard Attack
Range
Type
d6
d8
d10
d12

Cloaked you remain unseen if you are stationary when an adversary moves to where they would normally see you. After you make an attack or end a move within line of sight of an adversary, you are no longer *Cloaked*.

Sneak Attack



HIT POINTS AND DAMAGE THRESHOLDS

between 1 and 3 HP, representing the harm your character suffers. You'll be able to increase the number of Hit Point slots you have available as you level up, to a maximum of 12. The number of HP you mark is determined by your **damage**

STRESS

All classes start with 6 Stress slots. You'll be able to increase the number of Stress slots you have available as you level up, to a maximum of 12.

Stress represents the mental and physical strain your

HIDDEN

While you're out of sight from all foes and they don't know where you are, you gain the ***Hidden*** condition. While *Hidden*, any rolls against you have disadvantage. After an adversary moves to where they would see you, you move into their line of sight, or you make an attack, you are no longer *Hidden*.

- *When you choose to increase an Experience:* Choose two Experiences on your character sheet and gain a permanent +1 bonus to both.

Longsword	Agility	Melee	d10+3 phy		
Spear	Finesse	Very Close	d8+3 phy	Two-Handed	—

			d8+1 mag		
Glowing Rings	Agility	Very Close	d10+2 mag		

Improved Longsword	Agility	Melee	d10+6 phy		
Improved Spear	Finesse	Very Close	d8+6 phy	Two-Handed	—

Advanced Longsword	Agility	Melee	d10+9 phy		
Advanced Spear	Finesse	Very Close	d8+9 phy	Two-Handed	—

Legendary Longsword	Agility	Melee	d10+12 phy		
Legendary Spear	Finesse	Very Close	d8+12 phy	Two-Handed	—

Buckler	Agility	Melee	d4+4 phy	One-Handed	***Deflecting:*** When you are attacked, you can mark an Armor Slot to gain a bonus to your Evasion equal to your available Armor Slots against the attack.
Knuckle Claws	Strength	Melee	d6+8 phy	One-Handed	

56	**Sweet Moss**	You can consume this moss during a rest to clear 1d10 HP or 1d10 Stress

ıro. With the plant creatures
, Act One is complete.

FEATURES

Armor-Shredding Shards - Passive: After a successful attack against the Snake within Melee range, the attacker must mark an Armor Slot. If they can't mark an Armor Slot, they must mark an HP.

Spinning Serpent - Action: **Mark a Stress** to make an attack

Summoning Ritual - Reaction: *Countdown (6).* When the Secret-Keeper is in the spotlight for the first time, activate the countdown. When they mark HP, tick down this countdown by the number of HP marked. When it triggers, summon a Minor

target's fears.

Hallucinatory Breath-Reaction: Co

FEATURES

Relentless (3) - Passive: Th
three times per GM turn

ZOMBIE LEGION

ATK: +2 **Undead Hands:** Close | 4d6+10 phy

Barbed Vines - Action:

Restrained by barbed vines. *Restrained* lasts until they're

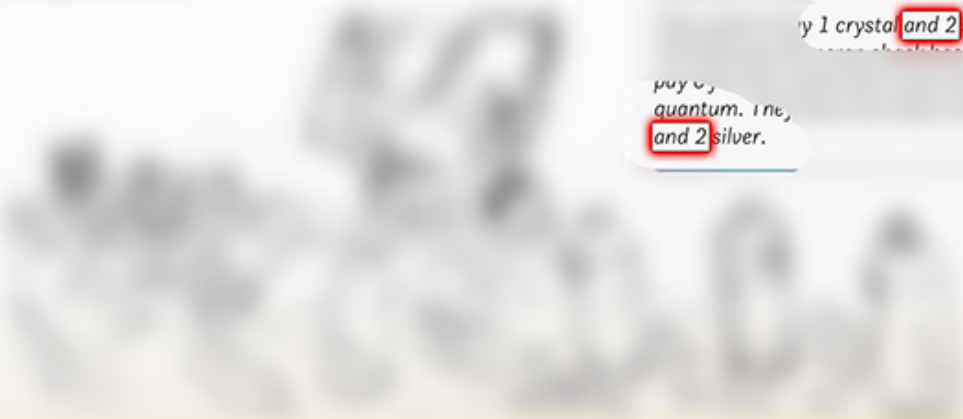
Objective Countdowns

efforts to exploit their assets, address their
pursue their major and minor objectives.

Sledgehammer	Strength	Melee	d10+3 phy	Two-Handed	***Massive***: –1 to Evasion; on a successful attack, roll an additional damage die and discard the

Tech Damage

beam, or any other product


.otal of 16 quantum. They
Shards: 2 lenses and 6 coils. Each lens is wo
and each coil is worth 2, earning
quantum. They now have 38
y 1 crystal and 2 silver to cr
quantum. The
and 2 silver.

	DAMAGE
Revolver	**Tier 1:** d8+1 phy **Tier 2:** d8+4 phy **Tier 3:** d8+7 phy **Tier 4:** d8+10 phy

Colossal Power - Reaction: When Daktadae fails an attack, you gain a Fear.

Wall of Flame: Make a **Spellcast Roll (15)**. On a success, create a temporary wall of